Christina Stiles Presents
LOVE & JUSTICE
VOLUME 2
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MISFIT STUDIOS
MIS5103
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LOVE & JUSTICE VOLUME 2

Dedicated to **MARC CURLEE**, August 23, 1964 - March 2, 2021

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www.misfit-studios.com

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Introduction

I'm not sure how it happened, but somehow Christina Stiles Presents has become a publisher of love, romance, and, yes, sex, in gaming. (And, oddly enough, the concept for this book came about at the authors' house in Oklahoma while they were commiserating with me over the collapse of my marriage of 26 years.) While this book is not the unexpurgated exploration of the topic that *The Book of Passion* is for 3.75 (with more to be published), it does discuss ways to bring romance to your superhero game, allowing your group to fully engage in an aspect of great significance to the comics genre itself. Volume One focuses on the history of romance in comics and the tropes associated with them, and offers suggestions on how to bring romance comfortably into your game. Volume Two (this book) offers specific rules and builds to use within your game.

Fans of Rogue Genius Games' *Mutants & Masterminds* products will be familiar with the name Jacob E. Blackmon from his Super Powered Legends supplements, but are likely unfamiliar with Marc Curlee…unless they pay attention to artist credits, as he was one of my go-to artists. This book (and its companion volume) is Marc Curlee's first foray into game publication as an author (but see below).

We hope you spend the next months exploring love. The world could use a little more of it.

-- Christina Stiles

IN MEMORY OF MARC

I don't know what to say. Every time I even try to think about writing this dedication, I break into tears. For me, the loss of Marc Curlee is deep and personal. He was one of the greatest friends I ever had, and I know I will think about him every day until the day I die.

I first met Marc in the autumn of 1996. I was walking to the local gaming store—North Coast Role Playing—during the days of El Niño. If you can imagine massive, unrelenting, down-pouring rain every single day for three months straight, that was what was happening in Eureka, California, at the time. So, when a car pulled up next to me, and my buddy Pete said, "Hey, Jacob, I want you to meet my friends from Oklahoma," I didn't have a great chance to make a good impression. I said my hellos and squelched on. That was my first meeting with Marc.

A couple months later, I was starting to run my first major *D&D* campaign at NCRP; a *Dark Sun* game. The first couple people to enter their names on my sign-up sheet were Pete and Marc. During character generation was the first chance I had to really hang out with Marc, and we had an almost instant rapport. We got each other's jokes and references. We discovered we were both artists. A couple months after this, Marc mentioned to me that Pete had suggested they come to Eureka because he wanted them to meet me personally. Marc said he just had this feeling he needed to follow up on that.

I am so glad he did, because I would not be where I am today without the influence and association of Marc Curlee. His art inspired me. I learned a lot from looking at his pieces. His friends inspired me. I felt like I could be myself in front of them. And I really came out of my shell during that time in my life. And it was through Marc Curlee that I met Owen and Lj Stephens, who would be instrumental in my becoming the freelance artist I am today.

Marc always joked with me that he felt like I was having the art career he'd always wanted. In truth, he felt his art wasn't good enough for publication, no matter how much I tried to convince him otherwise. And when he started writing, I encouraged him to explore this new artistic outlet. He was good. He had imagination and heart—even if he was maybe a bit too descriptive about how his worlds worked, at times. But, damn, he knew how his worlds worked, and he want the reader to know how they worked too!

The worst tragedy is that Marc never got to see *any* of his writing published before his passing. He'd written several RPG supplements, worlds, and adventures, and a couple of short novels. But none of it had ever been seen by anyone but his closest friends. Some of his writing might not be the best, but it had passion. And I can hear his voice whenever I read something he wrote.

Love & Justice is the first of Marc Curlee's writings to be published. I don't know if anything else he wrote will ever see print, so I hope you like this.

-- Jacob Blackmon, June 2021

1. The Written Rules: Game Mechanics for Romance and Seduction

Much of the time, seduction and romance in RPGs can be handled through standard roleplay, but sometimes it is nice to have some rules to fall back on. If a player wants their character to begin a relationship but is uncomfortable roleplaying going on a date at the gaming table, or if the GM needs to know quickly if an NPC guard is seduced by the wiles of a hero who's trying to distract them from their post, or some similar situation, these rules should help to determine what happens.

HOW DO I KNOW IF AN NPC IS INTERESTED?

If the GM has predetermined the romantic leanings of an NPC, they can roleplay through a potential amorous encounter. But if they don't know, or if they want to add some uncertainty to the player's quest, the GM can have them make an Insight check to determine if an NPC seems like they might be open to romantic overtures. A success lets the PC know if the NPC *seems* open to a romantic or sexual advance.

Whether or not the NPC *is* interested is up to the GM to decide, possibly using the check results as a guide; the roll is only to determine if the PC can tell whether they are. A failed roll means that the PC simply does not know. Rolling a natural 20 on the Insight check does not make the NPC interested—even a critical success cannot change what is or is not there. It just means that the PC knows absolutely if they are interested in a sexual rendezvous or not.

The GM can make a similar roll for an NPC who wants to know if a PC is interested in them. The die roll doesn't determine what the PC's interest level is (the player should truthfully tell the GM that), but rather whether the NPC can pick up on it.

A WORD OF WARNING

Love & Justice explores adult themes of romance, love, and sexuality in superhero role-playing games. While not explicit, there are themes that could make some readers uncomfortable. Caution is advised for young readers or those sensitive to certain sex-related topics.

And players may opt to make these rolls for two PCs who might be interested in each other, or they can simply play it out.

Table 1-1: Interest Determination

Situation	Insight DC or Opposition Check
The NPC is already coming on to the PC	DC 5
The NPC is not actively hiding their true feelings	DC 10
The NPC has a flirtatious nature/mannerisms	DC 13
The NPC is actively engaging in misleading behavior	Your Insight vs. their Deception

- It is still possible to misread someone coming on to you even if they are being obvious.
- Most people are not actively hiding their true feelings most of the time.
- People with flirtatious mannerisms may seem interested in someone when they are not, so it's harder to tell with any certainty what their true intentions may be.
- "The NPC is actively engaging in misleading behavior" applies to several different circumstances. For example:
  - People who are already in closed relationships but who are willing to betray that relationship's boundaries will typically hide their interest in others until they decide to make a move.
  - People in a repressive society in which it is unpopular, dangerous, or illegal to be openly attracted to the people they are attracted to (typically members of the same sex) generally hide their true feelings most of the time.
  - People who have been taught or have learned to maintain a hard-to-read, asexual outward persona, regardless of their true emotions, may fall into this category. (This is different from people who *are* asexual and seem uninterested; they fall into the "not hiding their true feelings" category.)
- If the NPC is genuinely uninterested, then no roll is required.

ESTABLISHING THE RELATIONSHIP

Once your character has decided to try to establish a romantic relationship, the preferred way to find out if you're successful is to roleplay the situation over time and see what happens. But sometimes you need to take a shortcut, using skill checks to see whether the relationship gels. This may be a Deception, Persuasion, or Intimidation check.

Use a *DECEPTION CHECK* if you are manipulating or lying to the other person in some way, such as using a false identity (not a *secret* identity), pretending to have feelings that you don't, or have an ulterior motive such as seducing a guard away from their post. Relationships begun this way are not likely to last, and the other person might be hurt and angry when they realize that they have been used. This approach falls into a moral gray area, and the gray darkens the longer the façade is maintained. It is one thing for spies to seduce enemies in order to win the war, and another thing entirely to seduce someone to win a bet.

Use a *PERSUASION CHECK* if you genuinely want to initiate an honest relationship with the other person. This relationship can be as short as a single encounter, or it can be the beginning of a lifelong relationship. As long as you are being honest about yourself and your current intentions, Persuasion is the skill to use. If the PC has a secret identity or some other secret that doesn't affect the motive or desire for a relationship, it doesn't force a Deception check instead of Persuasion. But it does set up possible tension that could affect any relationship that does develop.

Use an *INTIMIDATION CHECK* if you want to pressure, bully, or blackmail the other person into being with you. If this is the method you are using, you are the villain here; consent given under duress is not truly consent.

If the NPC is interested in your character already, there need not be a roll. Or if the GM decides that the NPC is simply not interested, no matter what you roll for a Deception or Persuasion check, nothing is going to happen until the specific circumstances that cause the NPC to be uninterested change. You may still attempt an Intimidation check if you like, but you will have crossed into villain territory. In other cases, the GM sets the DC of the check using Table 1-2.

Table 1-2: Establishing Relationship DCs

DC	Example
5	The NPC is actively seeking companionship, and is interested in people like the PC
10	The NPC is available, but was not actively looking for a relationship
15	The NPC is in a closed relationship, but willing to violate it under the right circumstances
20	The NPC has a reason to actively dislike you, but may be persuaded to see things differently once they get to know you

Table 1-3: Circumstance Modifiers

Modifier	Description
–2	You have made a romantic gesture
–5	You have made an impressive romantic gesture
+2	The setting makes romance seem inappropriate
+2	The NPC is a total stranger.
+5	The NPC knows you are from an enemy faction
+5	The NPC is secretly interested in people like you, but has not admitted it.

Your Attractiveness advantage gives you a +2/+5 circumstance bonus.

How to Know If Your PC Is Good in Bed

Unless sexual prowess is central to a character concept, it's easiest to assume that all PCs are at least adequate at lovemaking without having to spend points on a skill or advantage. In a game where love and romance are featured elements, a hero could theoretically take "Bad in Bed" as a Complication.

If the GM and players agree that they simply must have a "sexual prowess" skill, run it as an Expertise. However, be warned that this can lead to competitive skill rank escalation, which can reach absurd heights if unchecked.

Tracking Long-Term Relationships

Players can decide how their PCs feel about other PCs and NPCs they are involved with. A GM will *usually* have a pretty good idea of how an NPC feels about a PC they are in a romantic relationship with, but if there's a need to keep track of multiple NPCs and their feelings for the player characters a "letter grade" scale from A+ to F– is simple to use.

Make a grid with NPCs listed from top to bottom and the PCs across the top, and write the grade in the appropriate square. Uninvolved characters can be marked "n/a" (for "not applicable"). Budding romances start with a C grade, and then move up and down from there as the GM deems appropriate. The player character can earn a better grade by making time for the NPC, giving appropriate tokens of affection, or other romantic actions, or the lovers sharing bonding experiences. Breaking dates, ignoring the NPC, leering at their friends, or endangering a non-heroic lover are ways to lose points.

If a relationship gets to the A+ stage, it can be assumed to be stable and healthy and capable of weathering occasional difficulties. A relationship that sinks to the F– stage is over, if it hasn't been terminated by then already.

2. Heroic Archetypes

Along with the standard heroic archetypes found in other manuals, comic books are full of characters whose sole purpose is to bring about romantic subplots or other interpersonal interactions. While these characters can be just as capable as fighting as any other hero, many prefer not to fight, instead relying on their charisma to see them through the day.

ALIEN HEIR: Whether they hail from a distant planet or a hidden civilization on Earth, this character is a stranger to human civilization, unaccustomed to the cultural practices of Earth and its people.

Examples of the Alien Heir from comics include a haughty prince of Atlantis and a clothing-hating polyamorous star princess.

Examples from the Super Powered Legends universe include Charade, Glamour, and Naiad.

MAGICAL YOUTH: This character is a "warrior of love," who is often too young to properly understand what they are fighting for. These characters are typically young adults coming into puberty who want to champion the ideals of love and romance, despite never having experienced them. Their adventures tend to involve first loves, first crushes, and sexual discovery that comes with the confusing time of puberty. Characters like this should be handled delicately, as some interactions with Magical Youth may become inappropriate for a tabletop game.

Examples of Magical Youths include a team of planet-themed anime/manga characters and the teen sidekick of an Amazonian warrior.

Examples in Super Powered Legends include Alluria, Crimson Blade, and Immortal Angel Princess.

ROBOTIC COMPANION: This character is a construct specifically built to be a partner for its creator. In some cases, this is simply to be a servant or sidekick, but those with the ability to create robotic companions with "adaptable parts" can make their companions into romantic partners as well. Often, these characters find themselves free of their creator and alone in the world. They use this time to discover who they are as a new intelligence and what is truly means to be alive and in love.

Examples include both comics and movie versions of an android hero trying to discover its humanity—assuming it has any.

Examples of the Robotic Companion from Super Powered Legends include Frankenstein's Monster (aka Adam), Galatea, and Volt.

ROMANCE DEITY: This character is an actual deity (or the equivalent) from a legendary pantheon. Benevolent deities use their divine powers to spread love and romance, but more fickle gods use their powers to manipulate the emotions of others for their own amusement.

The most common comic book versions of these deities are from the Greco-Roman pantheons, as exemplified in the Super Powered Legends characters Aphrodite and Eros.

ALIEN HEIR (PL 10)

STRENGTH 8 **STAMINA** 8 **AGILITY** 2 **DEXTERITY** 2

FIGHTING 6 **INTELLECT** 0 **AWARENESS** 2 **PRESENCE** 4

POWERS

COSMIC BLAST: Ranged Damage 12 ♥ *24 points*

FLIGHT: Flight 6 (120 mph) ♥ *12 points*

LANGUAGE ASSIMILATION: Comprehend 4 (Languages; Quirk [requires intimate physical contact with a native speaker to assimilate a new language]) ♥ *7 points*

ADVANTAGES

Attractive 2, Benefit (Royal Heir), Move-By Action, Power Attack

SKILLS

Close Combat (Unarmed) 6 (+12), Expertise (Alien Culture) 6 (+6), Insight 6 (+8), Intimidation 4 (+6), Perception 2 (+4), Persuasion 6 (+10), Ranged Combat (Energy Blast) 6 (+8)

OFFENSE

INITIATIVE +2

COSMIC BLAST +8 Ranged, Damage 12

UNARMED +12 Close, Damage 8

DEFENSE

DODGE 8 **PARRY** 12 **TOUGHNESS** 8

FORTITUDE 10 **WILL** 8

BUILD POINTS

Abilities 64 + Advantages 5 + Defenses 20 + Powers 42 + Skills 18 = **150 TOTAL**

POSSIBLE COMPLICATIONS

NAIVE: The Alien Heir is unaccustomed to human ideals of love, sex, and nudity taboos. Coming from a sexually open society, the Alien Heir sees humans as silly and conservative.

PREJUDICE: Although physically attractive, the Alien Heir is still physically distinguishable from a normal human.

MOTIVATION–RESPONSIBILITY: Unless the character is an exile (which would be its own Complication), the Alien Heir must see to the well-being and protection of their people.

The Alien Heir comes from a place apart from humanity. Whether this place is an alien world, another dimension, or a lost kingdom, they have different ideas of sexuality and nudity than normal human society. The Alien Heir thinks humanity is silly or quaint for their uptight sexual taboos. Ultimately, the Alien Heir operates like a "hippie Viking." They are all about peace, love, and friendship up until the moment a villain hurts their friends and loved ones; then it is time for the villain to PAY!

"Remind me again which bits I'm supposed to cover up."

Chapter 2: Heroic Archetypes

MAGICAL YOUTH (PL 10)

STRENGTH 4 **STAMINA** 4 **AGILITY** 4 **DEXTERITY** 4

FIGHTING 3 **INTELLECT** 2 **AWARENESS** 4 **PRESENCE** 6

POWERS

BIFROST BELT: 30 points (Removable; –6 points)

ARMOR: Protection 5 ♥ *5 points*

COLOR CONTROL: Transform 10 (alters color of affected objects) ♥ *20 points*

♥ **COLOR SHAPES:** Visual Illusion 10 ♥ *1 point*

♥ **DAZZLING COLORS:** Burst Area Affliction 10 (Impaired, Disabled, Unaware); Resisted and Overcome by Fortitude; Cumulative, Limited to Visual Senses ♥ *20 points*

♥ **MATCHING COLORS:** Burst Area Visual Concealment 4 (Affects Others, Blending, Selective) ♥ *1 point*

♥ **RAINBOW BRIDGE:** Teleport 5 (Limited to Extended, Portal) ♥ *1 point*

♥ **RAINBOW BRIDGE:** Movement 2 (Dimensional Travel 2 [Asgardian Realms]; Portal) ♥ *1 point*

"RAINBOW PRINCE(SS) POWER!": Feature 1 (instant change) ♥ *1 point*

STAR SCEPTER OF BALDR: 25 points (Easily Removable; –10 points)

RESTRICTED: Feature 1 (The Scepter of Baldr can only be used by the Magical Youth or their chosen champion) ♥ *1 point*

LIGHT CONTROL: Environment 10 (Daylight) ♥ *20 points*

♥ **HEALING LIGHT:** Healing 10 ♥ *1 point*

♥ **LIGHT BLAST:** Ranged Damage 10 ♥ *1 point*

♥ **LIGHT OF TRUTH:** Close Cone Area Nullify Concealment and Illusion Effects 10 (Simultaneous) ♥ *1 point*

♥ **SOLID LIGHT:** Create 10 ♥ *1 point*

ADVANTAGES

Attractive, Connected (Friends and Family), Languages 2 (English, French [German is native]), Ranged Attack 3

SKILLS

Acrobatics 6 (+10), Expertise (Popular Culture) 6 (+8), Insight 6 (+10), Perception 2 (+6), Persuasion 6 (+12), Sleight of Hand 6 (+10), Stealth 2 (+6)

OFFENSE

INITIATIVE +4

DAZZLING COLORS Area	Close, Affliction 10
LIGHT BLAST +7	Ranged, Damage 10
UNARMED +3	Close, Damage 4

DEFENSE

DODGE 10 **PARRY** 9 **TOUGHNESS** 7

FORTITUDE 8 **WILL** 7

BUILD POINTS

Abilities 62 + Advantages 7 + Defenses 24 + Powers 40 + Skills 17 = **150 TOTAL**

POSSIBLE COMPLICATIONS

NORMAL IDENTITY: When not using their magical form, the Magical Youth is powerless and has the following

Abilities: Str 0, Sta 0, Agl 2, Dex 2, Fgt 2, Awr 2, Pre 2, with applicable changes to their Skills and Defenses.

PREJUDICE: In their normal identity, the Magical Youth is a legal minor.

MOTIVATION–RESPONSIBILITY: As the Rainbow Prince(ss), the Magical Youth is the peacekeeper of the Asgardian Realms. They must protect the Nine Worlds from the forces of evil.

SECRET: The Magical Youth must keep their heroic identity a secret from the general public.

VIRTUOUS: The Magical Youth is always kind and polite. They never swear, and dislike when others do so around them.

The Magical Youth is an adolescent who has been invested with powers by a mystical or divine source. When they call upon their superhuman powers, the Magical Youth undergoes a transformation, causing them to assume a form like their own, but slightly older (mid- to late-teens) in appearance. This helps conceal their identity from the evil forces that seek to hunt down and destroy the child.

As a Magical Youth, the hero is a champion of peace, love, and goodness. They must defend the world from evil, as well as protect the concept of love and happiness for all. In the meantime, they often seek loving relationships of their own. The romantic heart of a Magical Youth yearns to find a "true love" for themselves.

"Something stronger than love? Are you sure?"

ROBOTIC COMPANION (PL 10)

STRENGTH 4 **STAMINA** -- **AGILITY** 2 **DEXTERITY** 2

FIGHTING 2 **INTELLECT** 3 **AWARENESS** 2 **PRESENCE** 3

* 9 in hard metal form

POWERS

MIMETIC ALLOY: Array (19 points)

- ♥ **HARD METAL FORM:** Enhanced Strength 5; Impervious Toughness 6; Enhanced Protection 3 ♥ *19 points*
- ♥ **LIQUID METAL FORM:** Elongation 1 (15 feet); Immunity 2 (Critical Hits); Insubstantial 1; Movement 1 (Slithering); Strength-Based Damage 5 ♥ *1 point*

MORPHING ALLOY: Morph 4 (any form; Quirk [always metallic in color; –1 pt.]) ♥ *19 points*

REPAIR SYSTEMS: Regeneration 1 (Persistent) ♥ *2 points*

ROBOTIC BODY: Immunity 30 (Fortitude Effects); Protection 9 ♥ *39 points*

ROBOTIC MIND: Immunity 10 (Mental Effects) ♥ *10 points*

ADVANTAGES

Attractive, Chokehold, Eidetic Memory, Fast Grab, Fearless, Improved Grab, Improved Hold

SKILLS

Close Combat (Unarmed) 8 (+10), Deception 6 (+9), Insight 6 (+9), Persuasion 6 (+9)

OFFENSE

INITIATIVE +2

LIQUID METAL WEAPONS +10	Close, Damage 9
UNARMED +10	Close, Damage 9

DEFENSE

DODGE 8	**PARRY** 8	**TOUGHNESS** 9 **
FORTITUDE Immune		**WILL** 4

** 12 in hard metal form

BUILD POINTS

Abilities 26 + Advantages 7 + Defenses 14 + Powers 90 + Skills 13 = **150 TOTAL**

POSSIBLE COMPLICATIONS

ASIMOV PROTOCOLS: The Robotic Companion cannot kill a human, nor through inaction allow a human to be killed.

MOTIVATION–DOING GOOD: The companion is devoted to making the world a better place.

PREJUDICE: Despite possessing an attractive chassis, the Robotic Companion is still treated like a basic robot by the general public. They do not think the companion a true sentient being.

RELATIONSHIP: The Robotic Companion yearns for love and to understand what it is to be in love.

The Robotic Companion is an artificial construct created by a heroic or villainous scientist (or perhaps a fellow robot) to be a partner for themselves. Due to the highly intense programming developed for the companion, this being has awakened as an artificial intelligence. They can think for themselves, make decisions, and choose what path they want to take in life. In addition, the Robotic Companion is concerned about the ideals of what it is to love and be loved. To this end, they have chosen to become a hero and serve to bring goodness into the world, often going against what their creator had originally intended.

"Your programming isn't the only thing I have rejected, Professor."

ROMANCE DEITY (PL 10)

STRENGTH 4	**STAMINA** 6	**AGILITY** 2	**DEXTERITY** 0
FIGHTING 3	**INTELLECT** 2	**AWARENESS** 2	**PRESENCE** 8

POWERS

EMOTION CONTROL: Hearing Perception Area Affliction 10 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Selective ♥ *30 points*

♥ **PLEASURE WAVE:** Perception Ranged Affliction 10 (Dazed, Stunned, Incapacitated); Resisted and Overcome by Will ♥ *1 point*

♥ **TURN HATE INTO LOVE:** Ranged Transform Weapons into Neutralized Forms 7 ♥ *1 point*

IMMORTAL BODY: Immunity 3 (Aging, Disease, Poison) ♥ *3 points*

IMMORTAL MIND: Comprehend Languages 4 ♥ *8 points*

IMMORTAL SPEED: Flight 6 (120 mph) ♥ *12 points*

POLYMORPH: Morph 2 (humanoids of same gender) ♥ *10 points*

ADVANTAGES

Attractive, Daze (Persuasion)

SKILLS

Deception 2 (+10), Insight 6 (+8), Investigation 4 (+6), Persuasion 6 (+14)

OFFENSE

INITIATIVE +2

EMOTION CONTROL	Area	Close, Affliction 10
PLEASURE WAVE	Perception	Ranged, Affliction 10
UNARMED +3		Close, Damage 4

DEFENSE

DODGE 8	**PARRY** 9	**TOUGHNESS** 6
FORTITUDE 8	**WILL** 8	

BUILD POINTS

Abilities 54 + Advantages 2 + Defenses 20 + Powers 65 + Skills 9 = **150 TOTAL**

POSSIBLE COMPLICATIONS

FAME: If the Romance Deity hails from a mythological pantheon of deities, their history, methods, and weaknesses may be known to those familiar with the legends.

HEDONISM: The Romance Deity is used to being treated as a god. They enjoy the comforts and good things that life has to offer.

MOTIVATION–RESPONSIBILITY: It is the Romance Deity's duty to spread love and joy across the world. The god must protect the ideals of true love and never destroy a healthy, romantic relationship. They seek to end hatred and cruelty whenever they encounter it.

Whether they are the manifestation of an actual deity or some sort of alien "Kirby Space God," the Romance Deity has the same motivation: they have come to Earth to spread love and peace. The Romance Deity is often hedonistic, which can be distracting to their goals and motivations to fighting enemies of love.

"So sad… I remember when your ancestors accepted my gifts without needing to be persuaded."

3. Villainous Archetypes

Villains in romantic superhero stories come in a variety of forms. Some of these villains serve as foils to the heroes' current romantic relationships (often attempting to remove the object of the hero's affection to be replaced by the villain themselves). Others use their seductive wiles—sometimes enhanced by empathic mental powers or "love potion" perfume—to manipulate heroes into accomplishing the goals of the villains.

COSMIC CONSORT: The Cosmic Consort is a divinely or cosmically powerful superbeing that seeks to mate with a "perfect companion." They are often attractive and powerful, but tend to repel potential partners.

Examples of the Cosmic Consort from comics include a variety of beautiful, forceful, statuesque and frequently red-haired superwomen.

An example of a Cosmic Consort in the Super Powered Legends universe is Echidna, the Mother of Monsters.

EVIL ENCHANTER: The Evil Enchanter possesses great mental powers to control and manipulate the minds of others, both powerful individual heroes and armies of innocent bystanders, forcing them to commit crimes, give the enchanter their personal possessions, or submit to ersatz romantic advances.

Examples of the Evil Enchanter range from mind-controlling mutants to spirit-ensorcelling goddesses, from manipulative nannies to mind-confusing hive leaders.

Evil Enchanters in the Super Powered Legends universe include Adonis, Empress, Eros, Phantasm, and Spellbinder.

FEMME FATALE: The Femme Fatale can be an independent villain or operate as an agent to a larger criminal organization. They are competent—and often ruthless—foes who use their sexual wiles to acquire their objectives.

Examples of Femme Fatales in comics include super-spies working for governments (ours and theirs), multi-national secret organizations (assassin cults, super-science think-tanks), mundane criminal conspiracies, or even simple supervillain groups.

Male "Homme Fatales" are less common, but there are suave male super-spies with licenses to kill who frequently use seduction to gain access and secrets.

Femme Fatale characters in the Super Powered Legends universe include the Horde agent Czarina, meta-villain Facade, and Kaftar assassin Succubus.

***REDEEMABLE CRIMINAL*:** Often taking the form of a cat-suited burglar, the Redeemable Criminal is a thrill-seeker, using their skills to engage in costumed villainy for the purpose of adventure. But given motivation by a local hero, it's possible for the Redeemable Criminal to be, well, redeemed.

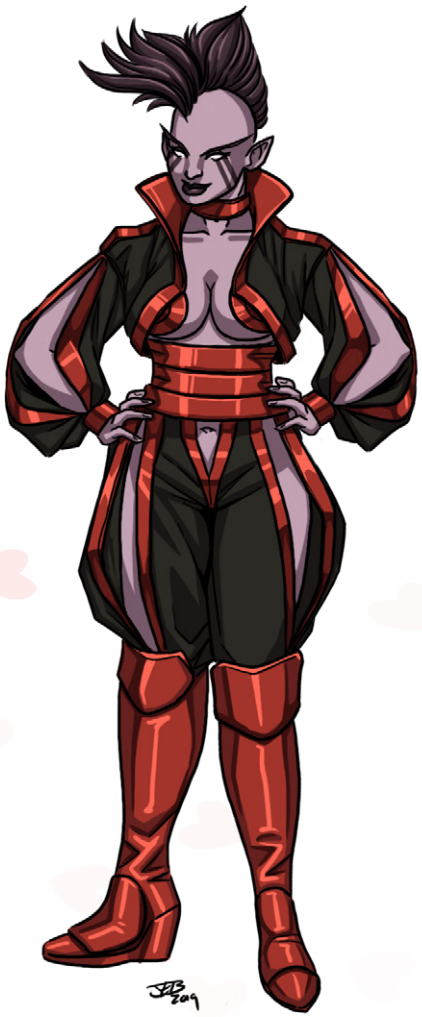
Examples of comic book Redeemable Criminals include a couple of cat-themed burglar-type characters and a certain super-archer.

Redeemable Criminals in the Super Powered Legends universe include the White Hats operative Panther and Sentinels member Red Spider.

COSMIC CONSORT (PL 13)

STRENGTH 13 **STAMINA** 13 **AGILITY** 2 **DEXTERITY** 2

FIGHTING 7 **INTELLECT** 6 **AWARENESS** 4 **PRESENCE** 6



POWERS

COSMIC ABSORPTION: Immunity 14 (Aging, Cold, Fire Damage, Heat, Pressure, Radiation, Starvation and Thirst, Suffocation, Vacuum) ♥ *14 points*

COSMIC AWARENESS: Comprehend 4 (Languages); Senses 3 (Direction Sense, Distance Sense, Time Sense) ♥ *11 points*

COSMIC POWER: Array (Alternate Effects of Strength Damage)

♥ **COSMIC BLAST:** Ranged Damage 13 ♥ *1 point*

♥ **HYPER-PUNCHING**: Multiattack Damage 13 ♥ *1 point*

COSMIC SPEED: Enhanced Advantage 8 (Improved Initiative 4, Interpose, Move-By Action, Takedown 2); Movement 2 (Space Travel 2); Quickness 6; Flight 11 (4,000 mph) ♥ *40 points*

INVULNERABILITY: Impervious Toughness 11 ♥ *11 points*

ADVANTAGES

Accurate Attack, Attractive 2, Fast Grab, Improved Grab, Improved Hold, Startle

Enhanced: Improved Initiative 4, Interpose, Move-By Action, Takedown 2

SKILLS

Athletics 2 (+15), Close Combat (Unarmed) 2 (+9), Expertise (Milky Way Galaxy) 6 (+12), Intimidation 6 (+12), Perception 6 (+10), Ranged Combat (Cosmic Blast) 6 (+8), Technology 6 (+12), Vehicles 2 (+4)

OFFENSE

INITIATIVE +18

COSMIC BLAST +8	Ranged, Damage 13
HYPER-PUNCH +9	Close, Multiattack Damage 13
UNARMED +9	Close, Damage 13

DEFENSE

DODGE 8 **PARRY** 9 **TOUGHNESS** 13

FORTITUDE 15 **WILL** 10

BUILD POINTS

Abilities 106 + Advantages 7 + Defenses 16 + Powers 78 + Skills 18 = **225 TOTAL**

POSSIBLE COMPLICATIONS

MOTIVATION–RESPONSIBILITY: The Cosmic Consort seeks to find the perfect mate and, through their sexual union, to create an army of superpowered offspring that will help conquer the galaxy/save their race.

JUSTIFICATION–SURVIVAL: Mundane morality can be put aside because the Cosmic Consort's entire race is threatened.

TEMPER: The Cosmic Consort becomes enraged if their advances are rebuffed.

The Cosmic Consort comes from another planet or dimension seeking to mate with the most powerful and/or most virtuous other superbeing they can find...with genetically compatible organs. One would think this an easy task for the consort, given that they are often attractive and powerful, but they tend to be over-assertive and aggressive, and those who find this sort of personality attractive are often not the sort with whom the Cosmic Consort wants to associate.

Often, the hero has a reason to turn down the advances of the Cosmic Consort, frequently an existing relationship with a "normal" person that some Consorts will respect but others will denigrate and ignore.

And there's always the threat that the Cosmic Consort will decide that their mission is more important than the sensibilities of their chosen, leading to attempts to restrain or even rape a hero "for the continuation of the race."

"I'm going to make you do so much more than fight me."

EVIL ENCHANTER (PL 11)

STRENGTH 3 ***STAMINA*** 6 ***AGILITY*** 4 ***DEXTERITY*** 4

FIGHTING 3 ***INTELLECT*** 6 ***AWARENESS*** 6 ***PRESENCE*** 6

POWERS

MENTAL DETECTION: Senses 5 (Detect Minds [accurate, acute, ranged metal sense]) ♥ *5 points*

"PROTECT ME, MY LOVE!": Reaction Burst Area Enhanced Interpose Attack ♥ *6 points*

TELEPATHIC POWERS: Array (44 points)

♥ ***HALLUCINATION:*** Illusion 11 (all senses; Limited to one subject, Resisted by Will, Selective) ♥ *44 points*

♥ ***HEART'S DESIRE:*** Morph 3 (humanoid forms; Limited to One Subject; Limited to assuming the appearance of the target's romantic desire, Resisted by Will, Selective) ♥ *1 point*

♥ ***MENTAL PROBE:*** Mind Reading 11 (Subtle) ♥ *1 point*

TELEPATHY: Mental Communication 3 (Subtle); Comprehend Languages 3 ♥ *19 points*

ADVANTAGES

Attractive, Daze 2 (Deception, Persuasion), Fascinate (Deception), Second Chance (Will checks vs. Mental powers), Taunt

SKILLS

Deception 6 (+12), Expertise (Psychology) 6 (+12), Insight 6 (+12), Perception 2 (+8), Persuasion 6 (+12)

OFFENSE

INITIATIVE +4

UNARMED +3 Close, Damage 3

DEFENSE

DODGE 10 **PARRY** 9 **TOUGHNESS** 6

FORTITUDE 8 **WILL** 12

BUILD POINTS

Abilities 76 + Advantages 6 + Defenses 20 + Powers 76 + Skills 13 = **191 TOTAL**

POSSIBLE COMPLICATIONS

MOTIVATION–HEDONISM: The Evil Enchanter uses their telepathic abilities to acquire influence and power so they can live a life of comfort and ease.

JUSTIFICATION–ENTITLEMENT: Adoration and obedience are the just dues of a deity.

FAME: If the Evil Enchanter hails from a mythological pantheon of deities, their history, methods, and weaknesses may be known to those familiar with the legends.

ENEMY: The Evil Enchanter has left many spurned lovers and manipulated people in their wake.

MOTIVATION–CONTROL: Some mortal Evil Enchanters *need* to control other people because of their own deep psychological failings.

The average Evil Enchanter uses their mental powers to amass riches or control powerful "allies," but possibly because of the prevalence of male comics writers and readers, many Evil Enchanters (male and female) use their powers for seduction and sexual domination.

It is a rare enchanting villain who thinks to use their powers ambitiously, for example, to rule an entire country!

"All the power you desire is inside you. Just let it out… and destroy all those you hate!"

FEMME FATALE (PL 9)

STRENGTH 3 **STAMINA** 3 **AGILITY** 3 **DEXTERITY** 3

FIGHTING 6 **INTELLECT** 4 **AWARENESS** 3 **PRESENCE** 4

POWERS

HOLOGRAPHIC MASK: Array (11 points); Removable (–2 points)

♥ **HOLOGRAPHIC DISGUISE:** Feature 1 (Voice Mimicry); Morph 2 ♥ *11 points*

♥ **HOLOGRAPHIC INVISIBILITY:** Visual Concealment 4 (Blending) ♥ *1 point*

EQUIPMENT

ARMORED COSTUME: Protection 4 ♥ *4 points*

BLASTER PISTOL: Ranged Damage 5 ♥ *10 points*

ADVANTAGES

Benefit 3 (Cipher, Wealth 2), Defensive Attack, Equipment 3, Evasion, Improved Aim, Improved Initiative, Leadership, Improved Critical (pistols) 2, Inspire 4, Precise Attack 2 (Ranged; Concealment and Cover), Quick Draw, Ranged Attack 3, Well-Informed

SKILLS

Acrobatics 6 (+9), Athletics 6 (+9), Close Combat (Unarmed) 6 (+12), Deception 6 (+10), Expertise (Business) 6 (+10), Expertise (Current Events) 6 (+10), Insight 6 (+9), Intimidation 6 (+10), Investigation 6 (+10), Perception 6 (+9), Persuasion 2 (+6), Ranged Combat (firearms) 6 (+9), Sleight of Hand 6 (+9), Stealth 6 (+9), Technology 6 (+10), Treatment 2 (+6), Vehicles 6 (+9)

Chapter 3: Villainous Archetypes

OFFENSE

INITIATIVE +7

BLASTER PISTOL +12 — Ranged, Damage 5/18-20

UNARMED +12 — Close, Damage 3

DEFENSE

DODGE 9 **PARRY** 8 **TOUGHNESS** 7

FORTITUDE 9 **WILL** 9

BUILD POINTS

Abilities 58 + Advantages 24 + Defenses 20 + Powers 10 + Skills 47 = **159 TOTAL**

POSSIBLE COMPLICATIONS

MOTIVATION–PATRIOTISM: The Femme Fatale is loyal to the nation or organization that trained her.

JUSTIFICATION–SURVIVAL: The survival of the Femme Fatale's nation (or of her family held hostage) can depend on her actions.

RELATIONSHIP: The Femme Fatale is attracted to heroic types, even when these relationships cause problems with her criminal career.

STUNTED RELATIONSHIPS: After years of using fake love to manipulate people, the Femme Fatale might not be able to maintain a real relationship.

Femme Fatales (and male "Homme Fatales") use their sexual wiles to acquire their objectives.

Unlike Evil Enchanters (see above), the victims of Femme Fatales aren't subjected to coercive mind-control; even after they realize they've been duped, fooled heroes will admit that they freely went along with the villain's suggestions every step of the way. And although their romantic overtures towards the heroes can even be genuine, unlike the Redeemable Criminal (see below), the Femme Fatale is dedicated to a criminal cause or villain organization; even if a Femme Fatale is attracted to the hero, they will still betray the hero if it means succeeding in their objective.

Many Femme Fatales are experts in disguise. If they do not possess outright shape-shifting powers, they may have advanced disguise kits allowing them to wear masks and costumes that can fool even the most perceptive individuals.

Male "Homme Fatales" are less common in comics, but James Bond could be considered one by agents of other governments, as he frequently uses seduction to gain access and secrets, and the women he seduces rarely survive his missions.

"I've got another surprise for you. You won't like this one."

REDEEMABLE CRIMINAL (PL 10)

STRENGTH 3 **STAMINA** 4 **AGILITY** 7 **DEXTERITY** 6

FIGHTING 6 **INTELLECT** 3 **AWARENESS** 3 **PRESENCE** 3

EQUIPMENT

CATSUIT: Enhanced Stealth 4; Senses 2 (Low-Light Vision, IR Vision) ♥ *4 points*

CLAWS: Array (4 points)

♥ **CLAW ATTACK:** Strength-Based Damage 3 (Improved Critical) ♥ *4 points*

♥ **CLIMBING CLAWS:** Enhanced Athletics 8 (Limited to climbing) ♥ *1 point*

♥ **NIMBLE CLAWS:** Enhanced Improvised Tools; Enhanced Technology 8 (Limited to Security) ♥ *1 point*

WHIP: Array (4 points)

♥ **SWING LINE:** Movement 2 (Slow Fall, Swinging) ♥ *4 points*

♥ **WHIP:** Elongation; Enhanced Advantages 3 (Improved Disarm, Improved Grab, Improved Trip) ♥ *1 point*

ADVANTAGES

Agile Feint, Animal Empathy, Attractive 2, Close Attack 3, Connected, Contacts, Defensive Roll 3, Equipment 3, Evasion, Fascinate (Deception), Favored Environment (urban), Grabbing Finesse, Hide in Plain Sight, Second Chance (Acrobatics checks with Tumbling), Skill Mastery 3 (Deception, Sleight of Hand, Stealth)

SKILLS

Acrobatics 6 (+13), Athletics 6 (+9, +17 climbing), Close Combat (whip) 6 (+12), Deception 6 (+9), Expertise (Streetwise) 6 (+9), Insight 6 (+9), Investigation 6 (+9), Perception 6 (+9), Persuasion 2 (+5), Sleight of Hand 6 (+12), Stealth 6 (+13, +17 w/catsuit), Technology 6 (+9, +17 security), Vehicles 2 (+8)

OFFENSE

INITIATIVE +7

CLAWS +9	Close, Damage 6/19-20
UNARMED +9	Close, Damage 3
WHIP +15	Close, Damage 3

DEFENSE

DODGE 13 **PARRY** 12 **TOUGHNESS** 7/4*

FORTITUDE 10 **WILL** 9

*without Defensive Roll

BUILD POINTS

Abilities 70 + Advantages 25 + Defenses 20 + Powers 0 + Skills 35 = **150 TOTAL**

POSSIBLE COMPLICATIONS

MOTIVATION–GREED: Many Redeemable Criminals are burglars.

MOTIVATION–THRILLS: The Redeemable Criminal does not commit crimes to cause harm to others, but rather to ease their boredom.

Chapter 3: Villainous Archetypes

MOTIVATION–MISGUIDED: Often a Redeemable Criminal is misled into a life of crime, and could be led out of it.

JUSTIFICATION–PRIDE: The items a Redeemable Criminal steals might be worth less than the artistry of the crime itself.

MORALITY: Although a villain, the Redeemable Criminal believes murder is wrong and will attempt to save innocents from harm.

RELATIONSHIP: The Redeemable Criminal is attracted to comely, assertive costumed heroes.

Villains of any power type or level can be inspired by events to exchange a life of villainy for one of heroism. The archetype here represents thrill-seeking, low-level villains who use their skills for excitement on the wrong side of the law.

Since they aren't thoroughly evil, Redeemable Criminals can potentially remake themselves, using their impressive skills for heroic efforts rather than villainy. However, this requires constant attention, as the thrill of doing things that are wrong is something the Redeemable Criminal can grow to miss.

"Hey... wanna go steal something?"

4. Romantic Sub-Plot Generator

Once you've decided to add romance to your supers campaign, you might find yourself at a loss for plot ideas. It's easy enough to drop a new supervillain into a jewelry store, but you can't just drop a new girlfriend into a super's life. So here are some complications and sub-plots that can be added to a traditional heroes vs. villains adventure or even take the place of a traditional adventure.

- The PC's significant other invites the PC to meet their family over the holiday. Despite the hero's best efforts, things keep happening that require their attention.
- The PC's significant other invites the hero to meet their family. During the meeting, the PC recognizes one of the family members as a supervillain.
- The PC's significant other surprises them with an elaborate romantic encounter (*e.g.*, walk in the park, carriage ride, ice-skating, flash-mob dance).
- The PC's significant other is infatuated with someone *instead* of them.
- The PC's significant other is infatuated with someone *in addition* to them.
- The PC's significant other is kidnapped by a criminal, aliens, terrorist, or villain.
- The PC's significant other becomes the object of obsession for a villain.
- The PC's significant other is accidentally at the location of the current super-battle.
- The PC's significant other is replaced by a clone, robotic duplicate, or shape-shifting alien.
- The PC discovers they are related to their significant other.
- The PC's significant other suggests a pregnancy test is advisable!
- An embarrassing picture in a tabloid rocks the PC's romantic world.
- The PC's villain nemesis hits on the PC's significant other right in front of the PC (aka, "The Namor Gambit").
- A supervillain becomes romantically attracted to the PC hero.
- A mischievous love god appears in the local area.
- A mischievous love god and a rival love goddess appear in the local area.
- A villain attacks the PC hero because they want the PC's significant other for themselves.
- A romantic rival becomes a costumed villain for the express purpose of stealing the hero's significant other away.
- A PC hero who already has a relationship in one of their identities is given the opportunity to develop an *additional* relationship in their alternate identity.
- A hero is kidnapped by an alien ruler to become their "perfect mate."
- Romantic interlude is attacked by ninjas!
- The PC's significant other gets a job that will regularly put them in danger (*e,g,*, police officer, firefighter, investigative reporter).
- The PC's significant other is kidnapped by a mad scientist and experimented on, developing new superpowers. Are these powers permanent or temporary? Does the significant other use them to become a hero or villain?
- A hero is approached by superhero groupies.
- The PC's significant other unexpectedly breaks up with the hero under mysterious circumstances. Perhaps they are being blackmailed or threatened by a third party.
- The PC hero is approached by a stranger. The stranger begs the hero for help. The stranger reveals that they are the PC's significant other (in the hero's secret identity) and that their body has been swapped with another.

Chapter 4: Romantic Sub-Plot Generator

- The PC hero is attacked by an alternate version of themselves. This alternate version wants to kill the hero and replace them because in their alternate timeline, their significant other is dead.
- The PC's significant other turns out to have been working with a noteworthy supervillain all along.
- Curious about the PC's continued disappearances—and thinking they're having an affair—their significant other hires a private investigator to follow the PC around.
- The hero's NPC significant other begins to disappear randomly, insisting everything is fine. They are hiding the truth because (roll 1d20):

Table 4-1: Reasons For Disappearance

Roll	Description
1-6	They are embarrassed about their job (roll 1d20: ***1-5***, they work at the corn dog restaurant with the embarrassing uniforms; ***6-10***, they are an exotic dancer or adult film star; ***11-15***, they are a smooth jazz saxophonist; ***16-20***, they are a street performer)
7	They are secretly a supervillain.
8	They are secretly a superhero.
9-10	They are henching for a supervillain or villainous terrorist organization.
11	They are hiding an addiction (*e.g.*, alcohol, drugs, candy, adrenaline junkie).
12	They are secretly a robot in need of fine-tuning or reprogramming.
13	They work for a secret government organization as a spy or intelligence operative.
14-16	They are into something they know the PC doesn't like (*e.g.*, gambling, defending corrupt clients in court)
17	They are living the secret life of a pop-music mega-star wearing a wig.
18	They are not supposed to fall in love or have sex due to their true profession (*e.g.*, a priest, vestal virgin, unicorn rancher).
19	They are occasionally transported to another dimension or planet, where they are that world's primary hero.
20	They are a supernatural creature and must cage themselves away for a specified time (during the daylight, during the full moon, *etc.*).

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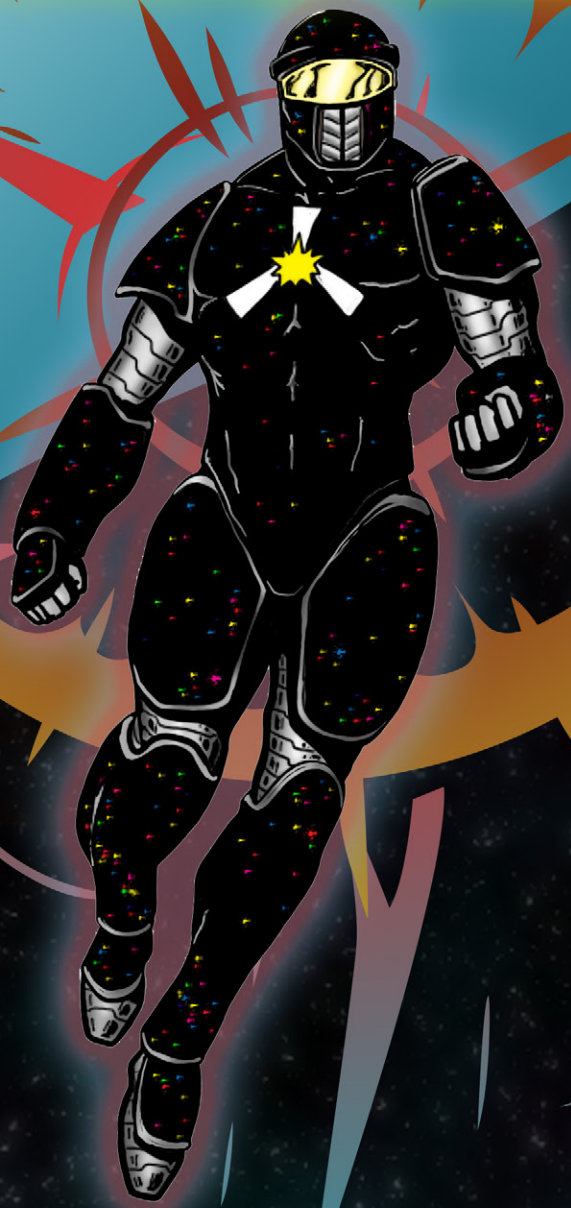

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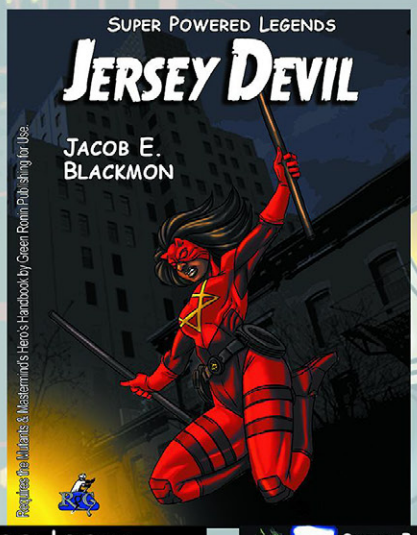
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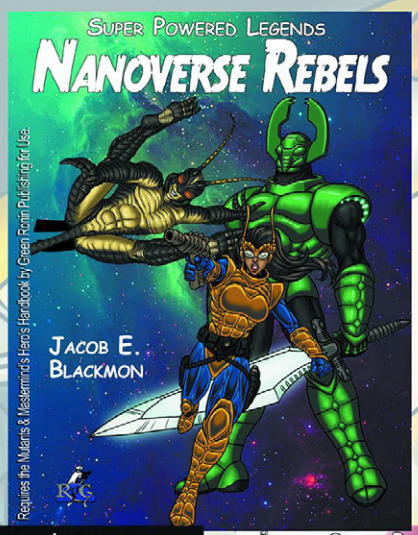
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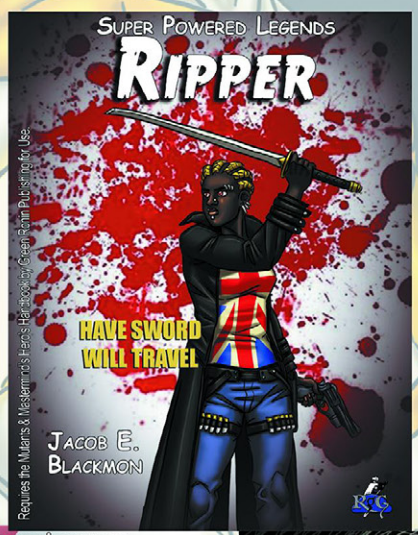
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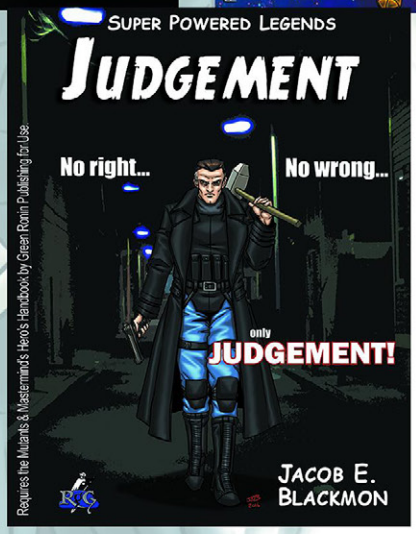

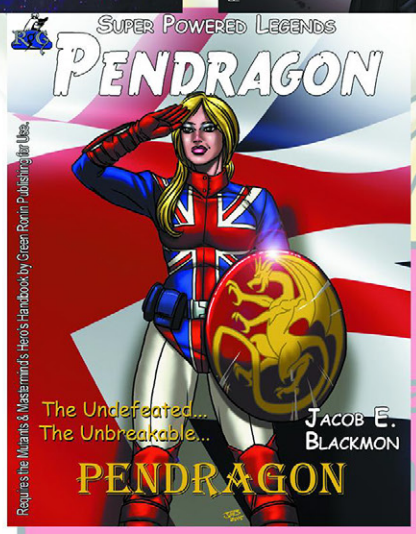

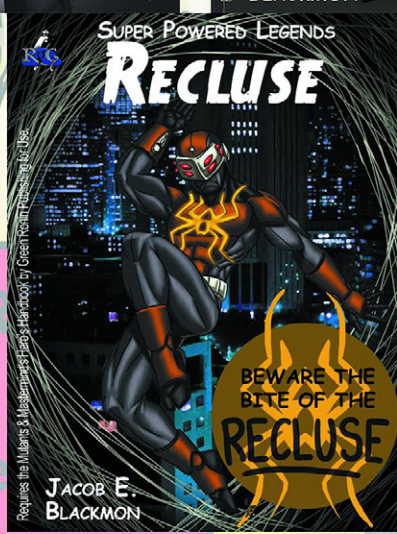
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